EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L7	9758	707/104.1	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 08:50
L8	0	7 and reproduction near storage$1 same (read$3 near (device$1 or apparatus))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 09:07
L9	6	7 and reproduction near storage$1	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 09:07
L10	0	9 and synchronism	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 08:55
L11	1	9 and synchron$4	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 09:00
L12	25	("music data files" or "music data file" or "MDF") and ("management files" or "management file") and @ad<"20030114"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 09:07
L13	19	12 and synchron$4	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 08:57
L14	2	7 and 13	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 08:59
L15	461	710/65.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 08:59
L16	0	15 and reproduction near storage$1 same (read$3 near (device$1 or apparatus))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 08:59
L17	2	15 and reproduction near storage$1	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 09:00

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L18	0	17 and synchron$4	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 09:10
L19	137	15 and synchron$4	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 09:01
L20	0	19 and 9	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 09:02
L21	128255	"386"/("94", "95", "96").ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 09:02
L22	1	21 and reproduction near storage$1 same (read$3 near (device$1 or apparatus))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 09:06
L23	1375	365/185.11.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 09:06
L24	0	23 and reproduction near storage$1 same (read$3 near (device$1 or apparatus))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 09:11
L25	0	23 and reproduction near storage$1	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 09:07
L26	3	23 and ("music data files" or "music data file" or "MDF") and ("management files" or "management file") and @ad<"20030114"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 09:07
L27	3	26 and synchron$4	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 09:07
L28	1	reproduc$6 same mutimedia same (tone1 or ID or identifier or format) and @ad<"20030114"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 09:09
L29	1	28 and synchron$4	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 09:10

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L30	81	CANON-KABUSHIKI-KAISHA.AS. and ("management files" or "management file")	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 09:11
L31	81	30 and CANON-KABUSHIKI-KAISHA.AS. and ("management files" or "management file")	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 09:11
L32	0	31 and reproduction near storage$1 same (read$3 near (device$1 or apparatus))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2007/12/30 09:11

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Documents similar to:

20040148300 (A) Performance information reproducing apparatus and method and pe program

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Publication	Abs	Title
20070206927	(A)	Method for managing recording and reproduction of multi-dubbe audio stream
20070196079	(A)	Method for managing recording and reproduction of multi-dubbe audio stream
20070192697	(A)	Information process apparatus and method, record medium, anc program
20070189319	(A)	Method and apparatus for reproducing data streams
20070189318	(A)	Recording medium having a data structure for managing reproduction of data streams recorded thereon and recording an reproducing methods and apparatuses
20070174570	(A)	Information recording medium and information processing apparatus
20070172209	(A)	Recording medium, method and apparatus for recording on recordable recording medium, and method for managing backup files of the same
20070168180	(A)	Recording medium having a data structure for managing data streams associated with different languages and recording and reproducing methods and apparatuses
20070162712	(A)	Recording medium, apparatus for reproducing data and method thereof
20070162711	(A)	Recording medium, apparatus for reproducing data and method thereof
20070154180	(A)	Recording medium having a data structure for backing up management files and recording and reproducing methods and apparatuses
20070124329	(A)	Recording medium having a data structure for managing various data streams and recording and reproducing methods and apparatuses
20070122118	(A)	Method for reproducing data recorded on an interactive recordin medium in conjunction with associated auxiliary data
20070092223	(A)	Method and apparatus for reproducing text subtitle stream files
20070086726	(A)	Method of creating playback control file for recording medium ar method and apparatus for reproducing data using the playlist control file
20070071409	(A)	METHOD OF PRESENTING AUXILIARY DATA FOR AN INTERACTIV RECORDING MEDIUM
20070041714	(A)	IMAGE AND AUDIO REPRODUCING APPARATUS AND METHOD
20070009239	(A)	Recording medium, method of creating file of the recording medium, and method and apparatus for reproducing the same
20060291805	(A)	Recording/reproduction device and recording/reproduction meth
20060245307	(A)	Recording medium, data reproducing device, data recording

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Publication	Abs	Title
20060213356	(A)	Automatic performance data processing apparatus, automatic performance data processing method, and computer-readable medium containing program for implementing the method
20060184542	(A)	Recording medium, and method and apparatus for reproducing data from the recording medium
20060164930	(A)	Method and apparatus for reproducing data from recording medium using local storage
20060155790	(A)	Manifest file structure, method of downloading contents usng th same, and apparatus for reproducing the contents
20060155786	(A)	Recording medium, and method and apparatus for reproducing data from recording medium using local storage
20060155767	(A)	Information recording-and-reproducing method and information recording-and-reproducing apparatus with play-list copy functior
20060153022	(A)	Method and apparatus for reproducing data from recording medium using local storage
20060153021	(A)	Method and apparatus for reproducing data from recording medium using local storage
20060153016	(A)	Method and apparatus for reproducing data from recording medium using local storage
20060149910	(A)	Apparatus and method for reproducing multimedia data using th virtual file system
20060140067	(A)	Av data recording method, av data reproduction method, and av data recording medium
20060133769	(A)	Picture reproduction apparatus and picture reproduction method for continuously reproducing plurality of still-picture files
20060123980	(A)	Music data processing apparatus and method
20060123034	(A)	Method and apparatus for managing data files stored in local storage
20060120223	(A)	Method and apparatus for reproducing data from recording medium using local storage
20060106817	(A)	Digital data recording medium and recording/reproduction devic
20060098940	(A)	Method and apparatus for reproducing data from recording medium using local storage
20060077873	(A)	Recording medium, and method and apparatus for reproducing data from the recording medium
20060077817	(A)	Method and apparatus for reproducing data from recording medium using local storage
20060077772	(A)	Method and apparatus for reproducing data from recording medium using local storage

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20060062120	(A)	Recording apparatus using disc-like recording medium
20060056805	(A)	Recording medium, and method and apparatus of reproducing data recorded on the same
20060056802	(A)	Method and apparatus of reproducing data recorded on recordin medium and local storage
20060051062	(A)	Intergrated video data file intergration device and method there and intergrated video data file reproduction device and method
20060039258	(A)	Method and apparatus of reproducing data recorded on recordin medium and local storage
20060039255	(A)	Method for configuring composite file structure for data reproduction, and method and apparatus for reproducing data using the composite file structure
20060036571	(A)	Recording apparatus and method, reproducing apparatus and method, recording and reproducing apparatus and method, and program
20060027079	(A)	Performance control system, performance control apparatus, performance control method, program for implementing the method, and storage medium storing the program
20060027078	(A)	Scrambling method of music sequence data for incompatible sou generator
20060023585	(A)	Reproducing apparatus
20060007821	(A)	Information recording apparatus, information recording method, program storage medium, and program
20060007801	(A)	Information-recording system and method, program-storing medium, and program
20050262149	(A)	Method of and apparatus for reproducing downloaded data alon with data recorded on storage medium
20050259957	(A)	Method, medium, and apparatus for deleting data and method, medium, and apparatus for restoring deletion data
20050234858	(A)	Recording and reproducing apparatus, reproducing apparatus, recording and reproducing method, reproducing method, progra and recording medium
20050232091	(A)	Recording and reproducing system, recording apparatus, reproducing apparatus, recording medium, recording and reproducing method, recording method, reproducing method, program and recording medium
20050198071	(A)	Recording medium having a data structure for managing various data streams and recording and reproducing methods and apparatuses
20050196155	(A)	Recording medium having a data structure for managing various data and recording and reproducing methods and apparatuses



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20050192982	(A)	Recording and reproducing apparatus
20050185927	(A)	Recording/ reproduction device and recording/reproduction method

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Publication	Abs	Title
20050185557	(A)	Reproducing apparatus
20050175326	(A)	Recording medium having a data structure for backing up management files and recording and reproducing methods and apparatuses
20050169604	(A)	Storage medium in which audio-visual data with event informati is recorded, and reproducing apparatus and reproducing method thereof
20050168453	(A)	Information recording medium and manufacturing method there
20050152681	(A)	Information storage medium including event occurrence information, apparatus and method for reproducing the same
20050141867	(A)	Recording medium, method of creating file of the recording medium, and method and apparatus for reproducing the same
20050141852	(A)	Recording/reproducing apparatus
20050135784	(A)	Method of creating playback control file for recording medium ar method and apparatus for reproducing data using the playback control file
20050131858	(A)	Recording medium, method of controlling file of the recording medium, and method and apparatus for reproducing the same
20050120869	(A)	Method for generating and playing a musical file and a computer readable media storing the musical file
20050117880	(A)	Method of creating playback control file for recording medium ar method and apparatus for reproducing data using the playback control file
20050117461	(A)	Method of creating playback control file for recording medium ar method and apparatus for reproducing data using the playback control file
20050114793	(A)	Recording apparatus, reproducing apparatus, recording method, reproducing method, and recording medium thereof
20050111831	(A)	Recording and reproducing system, recording and reproducing method, program and record medium
20050111820	(A)	Recording/replaying system, recording/replaying method, progra and recording medium
20050105430	(A)	Information-recording/reproduction apparatus, information-recording/reproduction methods, program-storing medium and programs
20050076392	(A)	Information storage medium including event occurrence information, apparatus and method for reproducing the same
20050073916	(A)	Apparatus and method for reproducing sound
20050063669	(A)	Information processing method and apparatus program storage medium, program and information recording medium
20050055375	(A)	Recording and reproducing system, recording apparatus,



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20050021497	(A)	Apparatus and method for restoring data
20040264933	(A)	Recording apparatus
20040257943	(A)	Data reproducing device and control method of data reproducing device
20040255250	(A)	Data processing apparatus
20040249844	(A)	Object management in recording apparatus
20040240851	(A)	Reproducing apparatus for data stored in disk-shape storage media
20040234248	(A)	Reproducing unit having digest playback capability and digest playback method
20040215873	(A)	Recording and reproducing system, recording apparatus, reproducing apparatus, record medium, recording and reproduci method, recording method, reproducing method, program and record medium
20040213092	(A)	Input data recording apparatus, and input data recording metho
20040208096	(A)	Recording apparatus, reproducing apparatus and recording/reproducing apparatus
20040187670	(A)	Audio playback apparatus, audio playback method, and program
20040151082	(A)	Recording and reproducing system, recording apparatus, reproducing apparatus, record medium, recording and reproduci method, recording method, reproducing method, program and record medium
20040133661	(A)	Method for reproducing data recorded on an interactive recordin medium in conjunction with associated auxiliary data
20040133425	(A)	Apparatus and method for reproducing voice in synchronism witl music piece
20040126094	(A)	Management of reproduction duration of information data
20040114906	(A)	Method of presenting auxiliary data for an interactive recording medium
20040091126	(A)	Mixing recorder, control method therefor, and program for implementing the control method
20040050237	(A)	Apparatus and method for storing and reproducing music file
20040022522	(A)	Method, apparatus, and program for image generation
20040006579	(A)	Data recording device, data recording method, data reproducing device and data reproducing method

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IEEE STD	IEEE Standard

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Brown, Williamai B.;
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1 Playing experience: From remote media immersion to Distributed Immersive Performance

A. A. Sawchuk, E. Chew, R. Zimmermann, C. Papadopoulos, C. Kyriakakis

November 2003 **Proceedings of the 2003 ACM SIGMM workshop on Experiential telepresence ETP '03**

Publisher: ACM Press

Full text available: pdf(378.71 KB) Additional Information: full citation, abstract, references, citings, index terms

We present the architecture, technology and experimental applications of a real-time, multi-site, interactive and collaborative environment called Distributed Immersive Performance (DIP). The objective of DIP is to develop the technology for live, interactive musical performances in which the participants - subsets of musicians, the conductor and the audience - are in different physical locations and are interconnected by very high fidelity multichannel audio and video links. DIP is a specific r ...

Keywords: information interfaces and presentation, music performance, real-time interaction, remote collaboration

2 High dynamic range imaging

Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.22 MB) Additional Information: full citation, abstract

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

3 Managing the storage and battery resources in an image capture device (digital camera) using dynamic transcoding

Surendar Chandra, Carla Schlatter Ellis, Amin Vahdat

August 2000 **Proceedings of the 3rd ACM international workshop on Wireless mobile**

multimedia WOWMOM '00

Publisher: ACM Press

Full text available: pdf(970.10 KB) Additional Information: full citation, abstract, references, citings, index terms

Advances in hardware imaging technology and user demand for convenient mobile electronic image capture are fueling the development of inexpensive image capture devices that can acquire images rivaling the image quality of photographic film. Improvements in the hardware imaging technology have to be matched with intelligent image storage mechanisms that are aware of local storage and battery constraints. In this paper, we explore using a dynamic, informed image transcoding technique to manag ...

4 Digital Computer System for Dynamic Analysis of Speech and Sound Feedback Mechanisms

K. U. Smith, S. D. Ansell, J. Koehler, G. H. Servos

April 1964 **Journal of the ACM (JACM)**, Volume 11 Issue 2

Publisher: ACM Press

Full text available: pdf(1.03 MB) Additional Information: full citation, abstract, references, citings, index terms

The aim of the research reported is to put the laboratory application of closed-loop digital computer systems to experimental control and analysis in biology and behavioral science on a formal basis, using special concepts of programming to quantitatively control different parameters of variation in sensory feedback of specific response systems. The theory is unconventional in that the computer and the techniques of closed-loop programming are designed to control time delays, space displace ...

5 OS support for a commodity database on PC clusters: distributed devices vs. distributed file systems

Felix Rauch, Thomas M. Stricker

January 2005 **Proceedings of the 16th Australasian database conference - Volume 39 ADC '05**

Publisher: Australian Computer Society, Inc.

Full text available: pdf(231.85 KB) Additional Information: full citation, abstract, references, index terms

In this paper we attempt to parallelise a commodity database for OLAP on a cluster of commodity PCs by using a distributed high-performance storage subsystem. By parallelising the underlying storage architecture we eliminate the need to make any changes to the database software. We look at two options that differ in their complexity and features: Distributed devices and distributed file systems. The former aggregates several single disks within the cluster into a RAID device across the network. ...

6 Geographic Data Processing

George Nagy, Sharad Wagle

June 1979 **ACM Computing Surveys (CSUR)**, Volume 11 Issue 2

Publisher: ACM Press

Full text available: pdf(4.20 MB) Additional Information: full citation, references, citings, index terms

7 A High-Scanning-Rate Storage Device for Computer Applications

D. M. Baumann

January 1958 **Journal of the ACM (JACM)**, Volume 5 Issue 1

Publisher: ACM Press

Full text available: pdf(595.66 KB) Additional Information: full citation, abstract, references, index terms

The results of an investigation of the use of photographic techniques for high-scanning-

rate digital storage are presented.The most promising technique, that of utilizing a projection system and a rotating mirror, is described in detail. In this system, the binary-digital information recorded on a photographic medium in the form of spots is projected on a rotating mirror by a device similar to a common slide projector. The image reflected from the rotating mirror sweeps past a ro ...

8 Color portability—reality in the '90s (panel session)

Efraim Arazi, John D. Meyer, James A. Kasson
August 1990 **ACM SIGGRAPH 90 Panel Proceedings SIGGRAPH '90**
Publisher: ACM Press
Full text available: pdf(13.11 MB) Additional Information: full citation, index terms

9 Color science and color appearance models for CG, HDTV, and D-CINEMA

Charles Poynton, Garrett Johnson
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(1.46 MB) Additional Information: full citation, abstract

This course introduces the science behind image digitization, tone reproduction, and color reproduction in computer generated imagery (CGI), HDTV, and digital cinema (D-cinema). We detail how color is represented and processed as images are transferred between these domains. We detail the different forms of nonlinear coding ("gamma") used in CGI, HDTV, and D-cinema. We explain why one system's *RGB* does not necessarily match the *RGB* of another system. We explain color specification ...

10 Recovering device drivers

Michael M. Swift, Muthukaruppan Annamalai, Brian N. Bershad, Henry M. Levy
November 2006 **ACM Transactions on Computer Systems (TOCS)**, Volume 24 Issue 4
Publisher: ACM Press
Full text available: pdf(365.93 KB) Additional Information: full citation, abstract, references, index terms

This article presents a new mechanism that enables applications to run correctly when device drivers fail. Because device drivers are the principal failing component in most systems, reducing driver-induced failures greatly improves overall reliability. Earlier work has shown that an operating system can survive driver failures [Swift et al. 2005], but the applications that depend on them cannot. Thus, while operating system reliability was greatly improved, application reliability gen ...

Keywords: I/O, Recovery, device drivers

11 Status report of the graphic standards planning committee

Computer Graphics staff
August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3
Publisher: ACM Press
Full text available: pdf(15.01 MB) Additional Information: full citation, references, citings

12 A retrospective on the Dorado, a high-performance personal computer

Kenneth A. Pier
June 1983 **ACM SIGARCH Computer Architecture News , Proceedings of the 10th annual international symposium on Computer architecture ISCA '83**, Volume 11 Issue 3

Publisher: IEEE Computer Society Press, ACM Press

Full text available: pdf(2.01 MB) Additional Information: full citation, abstract, references, citings, index terms

In late 1975, members of the Xerox Palo Alto Research Center embarked on the specification of a high-performance successor to the Alto personal minicomputer, in use since 1973. After four years, the resulting machine, called the Dorado, was in use within the research community at PARC. This paper begins with an overview of the design goals, architecture, and implementation of the Dorado and then provides a retrospective view and critique of the Dorado project as a whole. The major machine a ...

13 Architecture of the IBM system/370

Richard P. Case, Andris Padegs
January 1978 **Communications of the ACM**, Volume 21 Issue 1

Publisher: ACM Press

Full text available: pdf(2.78 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper discusses the design considerations for the architectural extensions that distinguish System/370 from System/360. It comments on some experiences with the original objectives for System/360 and on the efforts to achieve them, and it describes the reasons and objectives for extending the architecture. It covers virtual storage, program control, data-manipulation instructions, timing facilities, multiprocessing, debugging and monitoring, error handling, and input/output operations. ...

Keywords: architecture, computer systems, error handling, instruction sets, virtual storage

14 Oracle media server: providing consumer based interactive access to multimedia data

Andrew Laursen, Jeffrey Olkin, Mark Porter
May 1994 **ACM SIGMOD Record , Proceedings of the 1994 ACM SIGMOD international conference on Management of data SIGMOD '94**, Volume 23 Issue 2

Publisher: ACM Press

Full text available: pdf(1.05 MB) Additional Information: full citation, abstract, citings, index terms

Currently, most data accessed on large servers is structured data stored in traditional databases. Networks are LAN based and clients range from simple terminals to powerful workstations. The user is corporate and the application developer is an MIS professional.With the introduction of broadband communications to the home and better than 100-to-1 compression techniques, a new form of network-based computing is emerging. Structured data is still important, but the bulk of data b ...

15 Coding clinical laboratory data for automatic storage and retrieval

Leonard D. Gross
November 1963 **Communications of the ACM**, Volume 6 Issue 11

Publisher: ACM Press

Full text available: pdf(683.17 KB) Additional Information: full citation, abstract, references

A series of clinical laboratory codes have been developed to accept and store urinalysis, blood chemistry, and hematology test results for automatic data processing. The codes, although constructed as part of a computerized hospital simulation, have been able to handle the results of every laboratory test that they have encountered. The unique feature of these codes is that they can accept conventionally recorded qualitative as well as quantitative test results. Consequently, clinical test ...

16 An economical electronic point-of-sale updating system

David G. Hammel
January 1966 **Proceedings of the 1966 21st national conference**
Publisher: ACM Press
Full text available: pdf(624.56 KB) Additional Information: full citation, abstract, references, index terms

A major trend in the business world is toward more complete record keeping of business performance. The demands of government (federal, state and municipal) are ever increasing for purposes of tax evaluations. In addition, business executives are interested in obtaining more complete information, within the shortest delay period, pertaining to their company's financial operations. For the past half century one of the basic tools used in businesses to record transaction data is th ...

17 Recovery Techniques for Database Systems

Joost S. M. Verhofstad
June 1978 **ACM Computing Surveys (CSUR)**, Volume 10 Issue 2
Publisher: ACM Press
Full text available: pdf(2.32 MB) Additional Information: full citation, references, citings, index terms

18 Character structure and character parity sense for serial-by-bit data communication in the American Standard Code for information interchange

E. Lohse, R. V. Smith, J. F. Traub, S. Gorn
September 1965 **Communications of the ACM**, Volume 8 Issue 9
Publisher: ACM Press
Full text available: pdf(740.01 KB) Additional Information: full citation, abstract, index terms

ACM proposes to republish contents of Communications Algorithms section is useable looseleaf format, with bimonthly updating service, provided there is sufficient demand. For details, see News item on page 583.

19 Curriculum 68: Recommendations for academic programs in computer science: a report of the ACM curriculum committee on computer science

William F. Atchison, Samuel D. Conte, John W. Hamblen, Thomas E. Hull, Thomas A. Keenan, William B. Kehl, Edward J. McCluskey, Silvio O. Navarro, Werner C. Rheinboldt, Earl J. Schweppe, William Viavant, David M. Young
March 1968 **Communications of the ACM**, Volume 11 Issue 3
Publisher: ACM Press
Full text available: pdf(6.63 MB) Additional Information: full citation, references, citings

Keywords: computer science academic programs, computer science bibliographies, computer science courses, computer science curriculum, computer science education, computer science graduate programs, computer science undergraduate programs

20 Accurate color reproduction for computer graphics applications

Bruce J. Lindbloom
July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques SIGGRAPH '89**, Volume 23 Issue 3
Publisher: ACM Press
Full text available: pdf(5.84 MB) Additional Information: full citation, abstract, references, citings, index

terms

A method is presented for accurate color reproduction among a wide variety of display devices. The method is very general, in that it may be applied to virtually any color display device. Its generality has been demonstrated by application to color monitors, film recorders, electronic pre-press systems and color hardcopy devices. The algorithm has been used to accurately translate between device dependent and device independent color specifications and to translate from one device dependent colo ...

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1 Digital Computer System for Dynamic Analysis of Speech and Sound Feedback Mechanisms
K. U. Smith, S. D. Ansell, J. Koehler, G. H. Servos
April 1964 **Journal of the ACM (JACM)**, Volume 11 Issue 2
Publisher: ACM Press
Full text available: pdf(1.03 MB) Additional Information: full citation, abstract, references, citings, index terms

The aim of the research reported is to put the laboratory application of closed-loop digital computer systems to experimental control and analysis in biology and behavioral science on a formal basis, using special concepts of programming to quantitatively control different parameters of variation in sensory feedback of specific response systems. The theory is unconventional in that the computer and the techniques of closed-loop programming are designed to control time delays, space displace ...

2 System architectures for computer music
John W. Gordon
June 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 2
Publisher: ACM Press
Full text available: pdf(4.61 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Computer music is a relatively new field. While a large proportion of the public is aware of computer music in one form or another, there seems to be a need for a better understanding of its capabilities and limitations in terms of synthesis, performance, and recording hardware. This article addresses that need by surveying and discussing the architecture of existing computer music systems. System requirements vary according to what the system will be used for. Common uses for co ...

3 Seeing, hearing, and touching: putting it all together
Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(20.64 MB) Additional Information: full citation

4 Exploiting perception in high-fidelity virtual environments: Exploiting perception in high-fidelity virtual environments

Additional presentations from the 24th course are available on the citation page

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(5.07 MB) mov(68:6 MIN) Additional Information: full citation, appendices and supplements, abstract, references, cited by, index terms

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques in collaboration, graphical, auditory, and haptic rendering. We aim to show how human perception is exploited to achieve realism in high fidelity environments within the constraints of available finite computational resources.In this course w ...

Keywords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

5 Playing experience: From remote media immersion to Distributed Immersive Performance

A. A. Sawchuk, E. Chew, R. Zimmermann, C. Papadopoulos, C. Kyriakakis
November 2003 **Proceedings of the 2003 ACM SIGMM workshop on Experiential telepresence ETP '03**

Publisher: ACM Press

Full text available: pdf(378.71 KB) Additional Information: full citation, abstract, references, citings, index terms

We present the architecture, technology and experimental applications of a real-time, multi-site, interactive and collaborative environment called Distributed Immersive Performance (DIP). The objective of DIP is to develop the technology for live, interactive musical performances in which the participants - subsets of musicians, the conductor and the audience - are in different physical locations and are interconnected by very high fidelity multichannel audio and video links. DIP is a specific r ...

Keywords: information interfaces and presentation, music performance, real-time interaction, remote collaboration

6 Selected writings on computing: a personal perspective

Edsger W. Dijkstra
January 1982 Book

Publisher: Springer-Verlag New York, Inc.

Additional Information: full citation, abstract, references, cited by, index terms

Since the summer of 1973, when I became a Burroughs Research Fellow, my life has been very different from what it had been before. The daily routine changed: instead of going to the University each day, where I used to spend most of my time in the company of others, I now went there only one day a week and was most of the time that is, when not travelling!-- alone in my study. In my solitude, mail and the written word in general became more and more important. The circumstance that my employe ...

7 Artificial intelligence

Elaine Rich

January 1983 Book

Publisher: McGraw-Hill, Inc.

Additional Information: full citation, abstract, references, cited by, review

The goal of this book is to provide programmers and computer scientists with a readable introduction to the problems and techniques of artificial intelligence (A.I.). The book can be used either as a text for a course on A.I. or as a self-study guide for computer professionals who want to learn what A.I. is all about.

The book was designed as the text for a one-semester, introductory graduate course in A.I. In such a course, it should be possible to cover all of the material in the boo ...

8 Authoring Support: Designing annotation before it's needed

Frank Nack, Wolfgang Putz

October 2001 **Proceedings of the ninth ACM international conference on Multimedia MULTIMEDIA '01**

Publisher: ACM Press

Full text available: pdf(1.16 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper considers the automated and semi-automated annotation of audiovisual media in a new type of production framework, A4SM (Authoring System for Syntactic, Semantic and Semiotic Modelling). We present the architecture of the framework and outline the underlying XML-Schema based content description structures of A4SM. We then describe tools for a news and demonstrate how video material can be annotated in real time and how this information can not only be used for retrieval but also can be ...

Keywords: MPEG-7, XML Schema, automated annotation, news production, semantic networks

9 Emerging applications: A digital rights aware similarity measure for multimedia documents

Walter Allasia, Fabrizio Falchi, Francesco Gallo, Nicola Orio

September 2007 **Workshop on multimedia information retrieval on The many faces of multimedia semantics MS '07**

Publisher: ACM Press

Full text available: pdf(270.48 KB) Additional Information: full citation, abstract, references, index terms

This paper presents a novel approach to the retrieval of multimedia documents that considers Intellectual Property Rights (IPR) metadata as a multidimensional feature in a metric space. The approach allows us to perform similarity searches on the IPR attributes of digital items and to integrate these searches in a common query-by-example paradigm. We aim at managing the metadata related to the IPR in both centralized and Peer-to-Peer systems with metric indexing capabilities. Together with co ...

Keywords: digital rights, information retrieval, metric spaces, multimedia information systems

10 Progress in Picture Processing: 1969--71

Azriel Rosenfeld

June 1973 **ACM Computing Surveys (CSUR)**, Volume 5 Issue 2

Publisher: ACM Press

Full text available: pdf(2.34 MB) Additional Information: full citation, references, citings, index terms

11 High dynamic range imaging

Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.22 MB) Additional Information: full citation, abstract

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

12 Arts session 1: installations and media archaeology: Archeology of multimedia

Vincenzo Lombardo, Andrea Valle, Fabrizio Nunnari, Francesco Giordana, Andrea Arghinenti
October 2006 **Proceedings of the 14th annual ACM international conference on Multimedia MULTIMEDIA '06**

Publisher: ACM Press

Full text available: pdf(1.45 MB) Additional Information: full citation, abstract, references, index terms

The rapid evolution of technology and the processing aspects of some contemporary art forms make maintenance and re-fruition of a number of past masterpieces a difficult task. This is especially true of multimedia installations, with multiple audio and video sources coordinated through some control device, which also accounts for user interaction issues. So, it is not inappropriate to speak of "archeology of multimedia" in the case of the *remise-en-oeuvre* of an installation. This paper de ...

Keywords: Poême électronique, digital media preservation and reconstruction, multimedia authoring

13 Using a theoretical multimedia taxonomy framework

Rachelle S. Heller, C. Dianne Martin, Nuzi Haneef, Sonja Gievska-Krliu
March 2001 **Journal on Educational Resources in Computing (JERIC)**

Publisher: ACM Press

Full text available: pdf(154.09 KB) Additional Information: full citation, abstract, references, citings, index terms

Multimedia (MM) is a polysemous term, a term with many definitions, and in this case, many roots. In this paper, multimedia is defined as the seamless integration of two or more media. Each ancestor brings another requirement, muddying the field and making it difficult to work through. A multimedia taxonomy based on a previous media taxonomy is proposed to help organize the discipline. The taxonomy helps to classify the space called multimedia and to draw attention to difficult issues. The ...

Keywords: computer uses in education, evaluation, multimedia

14 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(63.03 MB) Additional Information: full citation, abstract, citings

The graphics processor (GPU) on today's commodity video cards has evolved into an

extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

15 Recent study of teaching: cybernetic foundations of learning science

K. U. Smith
August 1965 **Proceedings of the 1965 20th national conference**
Publisher: ACM Press
Full text available: pdf(1.53 MB) Additional Information: full citation, abstract, references, index terms

APPRECIATION of the significance of computer systems for feedback analyses depends on one's understanding of the cybernetic model. Until recently, feedback control in the living system has been assumed generally to conform to the negative-feedback servo-system model for control of minimal error. We conceptualize the cybernetic model as encompassing both positive- and negative-feedback regulation and many different modes of maximal-error, variable-error, constant-error, differentiated-error, ...

16 The information furnace: consolidated home control

Diomidis D. Spinellis
May 2003 **Personal and Ubiquitous Computing**, Volume 7 Issue 1
Publisher: Springer-Verlag
Full text available: pdf(488.36 KB) Additional Information: full citation, abstract, citings, index terms

The Information Furnace is a basement-installed PC-type device that integrates existing consumer home-control, infotainment, security and communication technologies to transparently provide accessible and value-added services. A modern home contains a large number of sophisticated devices and technologies. Access to these devices is currently provided through a wide variety of disparate interfaces. As a result, end users face a bewildering array of confusing user-interfaces, access modes a ...

Keywords: Automation, Consumer electronics, Home-control, Multi-modal interfaces

17 Computer-music interfaces: a survey

Bruce W. Pennycook
June 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 2
Publisher: ACM Press
Full text available: pdf(2.04 MB) Additional Information: full citation, abstract, references, citings, index terms, review

This paper is a study of the unique problems posed by the use of computers by composers and performers of music. The paper begins with a presentation of the basic concepts involved in the musical interaction with computer devices, followed by a detailed discussion of three musical tasks: music manuscript preparation, music language interfaces for composition, and real-time performance interaction. Fundamental design principles are exposed through an examination of several early computer mus ...

18 Programming languages for computer music synthesis, performance, and composition

Gareth Loy, Curtis Abbott
June 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 2
Publisher: ACM Press
Full text available: pdf(3.57 MB) Additional Information: full citation, abstract, references, citings, index terms

The development of formal, descriptive, and procedural notations has become a practical concern within the field of music now that computers are being applied to musical tasks. Music combines the real-time demands of performance with the intellectual demands of highly developed symbolic systems that are quite different from natural language. The richness and variety of these demands makes the programming language paradigm a natural one in the musical application of computers. This paradigm ...

19 Personal computing: compuvision or teleputer

Larry Press
September 1990 **Communications of the ACM**, Volume 33 Issue 9
Publisher: ACM Press
Full text available: pdf(1.72 MB) Additional Information: full citation, abstract, citings, index terms

Historically, the computer and communication industries have been separate, although both worked with electronically encoded information and shared similar technology. The regulations that kept computing and communication apart began to crumble in 1956 when the FCC ruled that Hush-a-Phone could attach equipment to the AT&T network under special circumstances. In 1959 they opened a portion of the microwave spectrum, and the 1968 Carter-phone case allowed all kinds of equipment to be tied ...

20 Color science and color appearance models for CG, HDTV, and D-CINEMA

Charles Poynton, Garrett Johnson
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(1.46 MB) Additional Information: full citation, abstract

This course introduces the science behind image digitization, tone reproduction, and color reproduction in computer generated imagery (CGI), HDTV, and digital cinema (D-cinema). We detail how color is represented and processed as images are transferred between these domains. We detail the different forms of nonlinear coding ("gamma") used in CGI, HDTV, and D-cinema. We explain why one system's *RGB* does not necessarily match the *RGB* of another system. We explain color specification ...

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1 High dynamic range imaging
Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(20.22 MB) Additional Information: full citation, abstract

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

2 Level set and PDE methods for computer graphics
David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(17.07 MB) Additional Information: full citation, abstract, citings

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

3 Special issue on knowledge representation
Ronald J. Brachman, Brian C. Smith
February 1980 **ACM SIGART Bulletin**, Issue 70
Publisher: ACM Press
Full text available: pdf(13.13 MB) Additional Information: full citation, abstract, citings

In the fall of 1978 we decided to produce a special issue of the SIGART Newsletter devoted to a survey of current knowledge representation research. We felt that there were twe useful functions such an issue could serve. First, we hoped to elicit a clear picture of how people working in this subdiscipline understand knowledge representation research, to illuminate the issues on which current research is focused, and to catalogue

what approaches and techniques are currently being developed. Secon ...

4 Course 4: State of the art in massive model visualization: Efficient data reduction and cache-coherent techniques toward real-time performance
Dave Kasik
August 2007 **ACM SIGGRAPH 2007 courses SIGGRAPH '07**
Publisher: ACM Press
Full text available: pdf(11.81 MB) Additional Information: full citation, references

5 Automatic classification: Automatic patent classification using citation network information: an experimental study in nanotechnology
Xin Li, Hsinchun Chen, Zhu Zhang, Jiexun Li
June 2007 **Proceedings of the 2007 conference on Digital libraries JCDL '07**
Publisher: ACM Press
Full text available: pdf(337.68 KB) Additional Information: full citation, abstract, references, index terms

Classifying and organizing documents in repositories is an active research topic in digital library studies. Manually classifying the large volume of patents and patent applications managed by patent offices is a labor-intensive task. Many previous studies have employed patent contents for patent classification with the aim of automating this process. In this research we propose to use patent citation information, especially the citation network structure information, to address the patent cl ...

Keywords: citation network, graph kernel, kernel-based method, machine learning, nanotechnology, patent classification

6 Course 13: A gentle introduction to bilateral filtering and its applications: A gentle introduction to bilateral filtering and its applications
Sylvain Paris
August 2007 **ACM SIGGRAPH 2007 courses SIGGRAPH '07**
Publisher: ACM Press
Full text available: pdf(27.35 MB) mov(100:20 MIN) Additional Information: full citation, abstract

- Image-based modeling and photo editing *Oh et al.* ACM SIGGRAPH conference (c) 2001, Association for Computing Machinery, Inc. Reprinted by permission. http://doi.acm.org/10.1145/383259.383310

- Fast bilateral filtering for the display of high-dynamic-range images *Durand and Dorsey* ACM SIGGRAPH conference (c) 2002, Association for Computing Machinery, Inc. Reprinted by permission. http://doi.acm.org/10.1145/566570.566574

- Bilateral mesh denoising *Fleishman et a ...*

7 Realistic materials in computer graphics: Realistic materials in computer graphics
Hendrik P. A. Lensch, Michael Goesele, Yung-Yu Chuang, Tim Hawkins, Steve Marschner, Wojciech Matusik, Gero Mueller
July 2005 **ACM SIGGRAPH 2005 Courses SIGGRAPH '05**
Publisher: ACM Press
Full text available: pdf(18.24 MB) Additional Information: full citation, references

8 Projectors: advanced graphics and vision techniques

Ramesh Raskar
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(6.53 MB) Additional Information: full citation

9 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research CASCON '97**
Publisher: IBM Press
Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

10 User authentication through keystroke dynamics

Francesco Bergadano, Daniele Gunetti, Claudia Picardi
November 2002 **ACM Transactions on Information and System Security (TISSEC)**, Volume 5 Issue 4
Publisher: ACM Press
Full text available: pdf(351.02 KB) Additional Information: full citation, abstract, references, citings, index terms, review

Unlike other access control systems based on biometric features, keystroke analysis has not led to techniques providing an acceptable level of accuracy. The reason is probably the intrinsic variability of typing dynamics, versus other---very stable---biometric characteristics, such as face or fingerprint patterns. In this paper we present an original measure for keystroke dynamics that limits the instability of this biometric feature. We have tested our approach on 154 individuals, achieving a F ...

Keywords: Biometric techniques, keystroke analysis

11 Metrology for information technology

Lisa Carnahan, Gary Carver, Martha Gray, Michael Hogan, Theodore Hopp, Jeffrey Horlick, Gordon Lyon, Elena Messina
September 1997 **StandardView**, Volume 5 Issue 3
Publisher: ACM Press
Full text available: pdf(76.76 KB) Additional Information: full citation, references

12 ABSTRACTS OF INTEREST

Susanne M. Humphrey, Ben Shneiderman
July 1987 **ACM SIGCHI Bulletin**, Volume 19 Issue 1
Publisher: ACM Press
Full text available: pdf(948.57 KB) Additional Information: full citation, abstract

The following abstracts were selected from a computer search, using the BRS Information Technologies retrieval services, of the Dissertation Abstracts international (DAI) database produced by University Microfilms International.Unless otherwise specified, paper or microform copies of dissertations may be ordered, using the UM order number, from University Microfilms International, Dissertation Copies, Post Office Box 1764, Ann Arbor, MI 48106; telephone for U.S. (except Michigan, Hawaii or Alask ...

13 Seeing, hearing, and touching: putting it all together

Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.64 MB) Additional Information: full citation

14 Research track: Understanding captions in biomedical publications

William W. Cohen, Richard Wang, Robert F. Murphy
August 2003 **Proceedings of the ninth ACM SIGKDD international conference on Knowledge discovery and data mining KDD '03**

Publisher: ACM Press

Full text available: pdf(362.15 KB) Additional Information: full citation, abstract, references, index terms

From the standpoint of the automated extraction of scientific knowledge, an important but little-studied part of scientific publications are the figures and accompanying captions. Captions are dense in information, but also contain many extra-grammatical constructs, making them awkward to process with standard information extraction methods. We propose a scheme for "understanding" captions in biomedical publications by extracting and classifying "image pointers" (references to the accompanying i ...

Keywords: bioinformatics, boosting, information extraction

15 The FINITE STRING Newsletter: Abstracts of current literature

Computational Linguistics Staff
January 1987 **Computational Linguistics**, Volume 13 Issue 1-2

Publisher: MIT Press

Full text available: pdf(6.15 MB) Additional Information: full citation
Publisher Site

16 Technique for automatically correcting words in text

Karen Kukich
December 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 4

Publisher: ACM Press

Full text available: pdf(6.23 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Research aimed at correcting words in text has focused on three progressively more difficult problems:(1) nonword error detection; (2) isolated-word error correction; and (3) context-dependent work correction. In response to the first problem, efficient pattern-matching and n-gram analysis techniques have been developed for detecting strings that do not appear in a given word list. In response to the second problem, a variety of general and application-specific spelling cor ...

Keywords: n-gram analysis, Optical Character Recognition (OCR), context-dependent

spelling correction, grammar checking, natural-language-processing models, neural net classifiers, spell checking, spelling error detection, spelling error patterns, statistical-language models, word recognition and correction

17 Step Size Adaptation in Reproducing Kernel Hilbert Space
S. V.N. Vishwanathan, Nicol N. Schraudolph, Alex J. Smola
December 2006 **The Journal of Machine Learning Research**, Volume 7
Publisher: MIT Press
Full text available: pdf(479.03 KB) Additional Information: full citation, abstract, index terms

This paper presents an online support vector machine (SVM) that uses the stochastic meta-descent (SMD) algorithm to adapt its step size automatically. We formulate the online learning problem as a stochastic gradient descent in reproducing kernel Hilbert space (RKHS) and translate SMD to the nonparametric setting, where its gradient trace parameter is no longer a coefficient vector but an element of the RKHS. We derive efficient updates that allow us to perform the step size adaptation in lin ...

18 Evaluating HDR rendering algorithms
Jiangtao Kuang, Hiroshi Yamaguchi, Changmeng Liu, Garrett M. Johnson, Mark D. Fairchild
July 2007 **ACM Transactions on Applied Perception (TAP)**, Volume 4 Issue 2
Publisher: ACM Press
Full text available: pdf(485.84 KB) Additional Information: full citation, abstract, references, index terms

A series of three experiments has been performed to test both the preference and accuracy of high dynamic-range (HDR) rendering algorithms in digital photography application. The goal was to develop a methodology for testing a wide variety of previously published tone-mapping algorithms for overall preference and rendering accuracy. A number of algorithms were chosen and evaluated first in a paired-comparison experiment for overall image preference. A rating-scale experiment was then designed ...

Keywords: High dynamic-range imaging, psychophysical experiments, tone-mapping algorithms evaluation

19 From formal models to formally based methods: an industrial experience
Emanuele Ciapessoni, Piergiorgio Mirandola, Alberto Coen-Porisini, Dino Mandrioli, Angelo Morzenti
January 1999 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 8 Issue 1
Publisher: ACM Press
Full text available: pdf(239.61 KB) Additional Information: full citation, abstract, references, citings, index terms, review

We address the problem of increasing the impact of formal methods in the practice of industrial computer applications. We summarize the reasons why formal methods so far did not gain widespead use within the industrial environment despite several promising experiences. We suggest an evolutionary rather than revolutionary attitude in the introduction of formal methods in the practice of industrial applications, and we report on our long-standing experience which involves an academic institut ...

Keywords: formal models, industrial applications, object orientation, specification, supervision and control, technology transfer

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Edsger W. Dijkstra

January 1982 Book

Publisher: Springer-Verlag New York, Inc.

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